**CODENAME: CONFIDENTIAL**

**GLOBAL UNITED DEFENSE®, INC.**

GLOBAL SECURITY SYSTEM SERVICES

# WAR CRIME PREVENTION SECURITY SYSTEMS

# F(EE, OO)T WAR CRIME PREVENTION

6/19/2025 9:51:13 PM

**F(EE, OO)T WAR CRIME PREVENTION SECURITY SYSTEMS**

AUTONOMOUS WAR CRIME PREVENTION SECURITY SYSTEMS INSTANCE BUILDER (**FOR EACH PREVENTION SECURITY SYSTEM: WAR CRIME TYPE;** **BUILD ANY PREVENTION SECURITY SYSTEM THAT ENSURES THAT** **ANY WAR CRIME TYPE** **SHALL ۞NEVER BE ALLOWED۞**, **IMPLICITLY-EXPLICITLY GLOBALLY DEFINED**) {

**WHEREAS** **“MAIN OBJECT” SHALL EQUAL** **“[LEFT, RIGHT] [F(EE, OO)T] [HEEL(S), BLOOD VESSEL(S), BONE(S), JOINT(S), NERVE(S), TOE(S)]”**

PREVENTION SECURITY SYSTEMS: **ALL <MAIN OBJECT> WAR CRIME TYPES;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> ACHE(S);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> AGONY;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> ARTERY DRAIN;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> ATTACK(ED, ING, S);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> BLEMISH(ED, ES, ING);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> BRACE(S);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> CLAW(S);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> CLIP(S);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> CONVULSION(S);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> CRAMP(S);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> CRUSH(ER, ES, ING);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> [DOWNWARD] CURL(ED, ING, S);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> DESERT SAND(S);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> DISCOMFORT(ED, ING, S);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> FACE(S);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> HOT [SAND(S)];**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> ITCH(ES, INESS, ING(S), Y);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> LOCK(S);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> LOOSE(R(S), S) [SLIDE(S)];**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> MASSAGE(S) [TICKLE(S)];**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> MOVEMENT(S);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> NEEDLE(S);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> PAIN(S);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> PAINFUL SENSATION(S);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> PEEL(ING, S);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> PIN [AND NEEDLE(S), PRICK(S), STRIKE(S)];**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> PRESS(ES, ING);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> RASH(ES);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> RUB(ING, S(IE(S)));**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> SQUEAMISH(ES);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> SQUEEZE(S);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> STAPLE(S);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> STINGING PAIN(S);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> TAP(PER(S), PING(S));**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> TATTOO(S);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> TENSION(S);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> TENSOR(S) [MOVEMENT(S)];**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> TICKLE(S);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> TORMENT;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> TORTURE;**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> WARRANT(S);**

PREVENTION SECURITY SYSTEM: **ALL <MAIN OBJECT> WRANGLE;**

PREVENTION SECURITY SYSTEM: **ALL ACHILLES <MAIN OBJECT> INJURY(S);**

PREVENTION SECURITY SYSTEM: **ALL ACHILLES <MAIN OBJECT> STRETCH(ES);**

PREVENTION SECURITY SYSTEM: **ALL BUNYON;**

PREVENTION SECURITY SYSTEM: **ALL CHICKEN <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ALL CRIMINAL ANKLET;**

PREVENTION SECURITY SYSTEM: **ALL CRIMINAL BRACELET;**

PREVENTION SECURITY SYSTEM: **ALL CROW’S <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ALL FOOTSIES;**

PREVENTION SECURITY SYSTEM: **ALL IRON BRACELET;**

PREVENTION SECURITY SYSTEM: **ALL LIMP <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEM: **ALL MONITORING BRACELET;**

PREVENTION SECURITY SYSTEM: **ALL STEEL BRACELET;**

PREVENTION SECURITY SYSTEM: **ALL UNETIQUETTE;**

PREVENTION SECURITY SYSTEM: **ALL WEBBED <MAIN OBJECT>;**

PREVENTION SECURITY SYSTEMS: **ALL OTHER <MAIN OBJECT> WAR CRIME TYPE(S);**

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